

BACKPACK



ROPE



LONGBOW



GEAR -

Carry stuff.

GEAR - CLIMBING

Climb stuff.

WEAPON - RANGED

Shoot stuff.

SHORTSWORD



WEAPON - MELEE

Attack goblins.

EXHAUSTION I



CONDITION - LEVEL 1

Your muscles are sore and your eyelids grow heavy. You have disadvantage on ability checks.

EXHAUSTION II



CONDITION - LEVEL 2

Your legs feel like they weigh more than they do. You have disadvantage on ability checks, and your speed is halved.

EXHAUSTION III



CONDITION - LEVEL 3

Your legs feel like they weigh more than they do. You have disadvantage on ability checks, and your speed is halved.

EXHAUSTION IV



CONDITION - LEVEL 4

Your legs feel like they weigh more than they do. You have disadvantage on ability checks, and your speed is halved.

FIND FAMILIAR



SPELL - CONJURATION

Special Attack: Once per turn you can deal an extra 1d6 damage to one creature you hit with an attack with finesse or ranged weapon if you have advantage on the attack.

THAUMATURGY



SPELL - TRANSMUTATION
You manifest a minor wonder, a sign of supernatural power, within range.

ATHLETICS



SKILL - STRENGTH
Athletics.

ACROBATICS



SKILL - DEXTERITY
Acrobatics.

SLEIGHT OF HAND



SKILL - DEXTERITY
Sleight of Hand.

STEALTH



SKILL - DEXTERITY
Stealth.

ARCANA



SKILL - INTELLIGENCE
Your Intelligence (Arcana) check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, planes of existence, and the inhabitants of those planes.

GOLD COIN



CURRENCY - GOLD
Use to buy stuff

10 GOLD COINS



CURRENCY - GOLD
Use to buy stuff

MASTIFF



CREATURE - DOG
Can be ridden by small creatures

BAT



CREATURE - BAT

Flies